L Number	Hits	Search Text	DB	Time stamp
1	7872	463/$.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:00
2	2861	simulat$3 near3 (break$3 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
3	29	463/$.ccls. and (simulat$3 near3 (break$3 or separat$3 or disintegrat$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:02
4	2674783	(aggregat$3 or integrat$3 or unit)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:23
5	1796	(simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integrat$3 or unit))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:18
6	18	463/$.ccls. and ((simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integrat$3 or unit)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:21
7	11505	video adj game$1	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:21
8	1056	(video adj game$1) and impact	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:22
9	6	((simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integrat$3 or unit))) and ((video adj game$1) and impact)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:22
10	361364	(aggregat$3 or integration)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:24
11	499	(simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integration))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:24
12	3	((simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integration))) and ((video adj game$1) and impact)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
13	2192	463/$.ccls. and (video adj game$1)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
14	216	(463/$.ccls. and (video adj game$1)) and pool	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
15	4	((463/$.ccls. and (video adj game$1)) and pool) and ((simulat$3 near3 (break$3 or separat$3 or disintegrat$3)) and ((aggregat$3 or integrat$3 or unit)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
16	1406	pool same game	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
17	50	pool same game same software	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
18	0	(pool same game same software) and (simulat$3 near3 (break$3 or separat$3 or disintegrat$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
19	6120	(simulat$3 or animat$3) near8 (break$3 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
20	0	(pool same game same software) and ((simulat$3 or animat$3) near8 (break$3 or separat$3 or disintegrat$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
21	6588	(simulat$3 or animat$3) near8 (break$3 or split$4 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
22	0	((simulat$3 or animat$3) near8 (break$3 or split$4 or separat$3 or disintegrat$3)) and (pool same game same software)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27

23	23481	(simulat$3 or animat$3) same (break$3 or split$4 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
24	5	((simulat$3 or animat$3) same (break$3 or split$4 or separat$3 or disintegrat$3)) and (pool same game same software)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
25	1083	(simulat$3 or animat$3) near (break$3 or split$4 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
26	501	(simulat$3 or animat$3) adj (break$3 or split$4 or separat$3 or disintegrat$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
27	300	((simulat$3 or animat$3) adj (break$3 or split$4 or separat$3 or disintegrat$3)) and data	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:37
28	36	((simulat$3 or animat$3) adj (break$3 or split$4 or separat$3 or disintegrat$3)) and (image adj data)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:37